

# Michigan State Police

## *Crash Advisory # 9*



April 2005

### **Construction Zones**

Remember to complete all three fields in the Construction Zone portion of the UD-10 Crash Report form. Indicate the correct information by **marking one choice in each of the three categories: Type, Lane Closed, and Activity.**

#### **Type**

- (1) **"Construction/Maintenance"** Indicates **roadway construction or repair.** The building or repair of the road itself, and roadway-related features (e.g., overhead signs, signals, etc.).
- (2) **"Utility"** Indicates work on **facilities other than the roadway** such as telephone, electrical, cable television, water, or sewer. Note that a construction/maintenance zone may or may not be posted as such. If posted, the zone extends from the first "Construction Ahead" warning sign to the final "Construction Ends" sign. If there are no posted warning signs marking the start of the zone, the first or last traffic cone or barricade may be used instead.

#### **Lane Closed**

Indicate whether or not **one or more lanes were closed** in the construction zone.

- (1) **"Yes"**
- (2) **"No"**

#### **Activity**

Indicate whether the **construction activity** was:

- (1) **"On road"**
- (2) **"Off road"**
- (3) **"None"** - No activity at the time of the crash. If the zone is several miles long, use your own judgment if there was activity in the general area of the crash.

**\*If there is no construction at all in the area do not mark any of the bubbles in the Construction Zone portion of the UD-10.**

### **Non-Traffic Crash Reports**

Non-Traffic (Private Property) crash reports are not to be forwarded to Lansing for processing, unless you are reporting a **Fatal, ORV, or Snowmobile** non-traffic crash. Reviewing personnel should make certain the non-traffic bubble is completed, 19-(non-traffic) is filled in for "Area" and the report meets the previous listed criteria for reporting to Lansing.

*Please Distribute to All Personnel Who Complete or Review Traffic Crash Reports*

